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PAC-IN-TIME™

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

namco

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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PAC-IN-TIME™

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INTRODUCTION

The evil Ghost Witch has cast a vicious spell on Pac-Man and thrown him back in time to when he was a Pac-Boy. Only you can save him now. Down some Pac-Pellets and get ready to battle your way through a totally supersonic side-scrolling adventure. Journey through snowy mountains and forests, collect fireballs and bubbles, crush Pac-Bats and ghosts, swim like a fish and swing like a monkey...and ultimately get Pac-Man back to the real world!

STARTING THE GAME

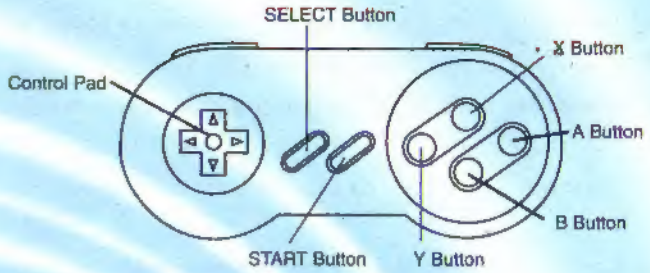
1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.

2. Insert the *Pac-In-Time*™ Game Pak, label facing front, in the system slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

4. When the Title screen appears, press the START Button to begin play.

THE GAME CONTROLS



A Button	**Not used**
B Button	**Jump / Hold to jump higher**
Y Button	**Use currently selected item**
L and R Button	**Toggle between items carried**
X Button	**View more of the surrounding area**
Start Button	**Pause**
Select Button	**Not used**

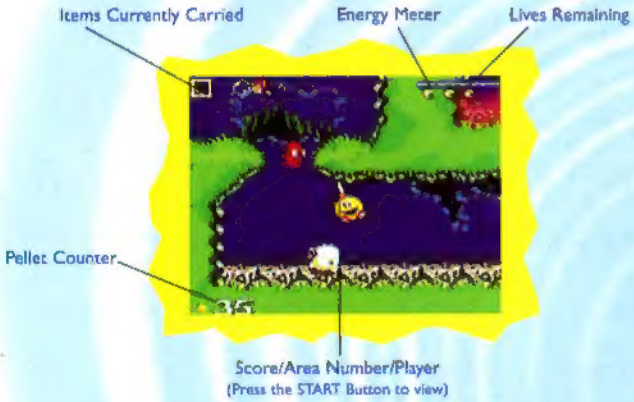
MAIN GAME SCREEN

Energy Meter — Pac-Man's energy. When the blue bar is gone, Pac-Man loses a life.

Lives Remaining — Pac-Man starts the game with four lives.

Pellet Counter — Pellets to be collected to open an exit.

Items Currently Carried — Weapons Pac-Man has collected.



Score / Area Number / Player — Press the START Button to view these.

Exit Indicator — Appears when all needed pellets are collected.

POWER-UP ITEMS

In order to collect special power-up items, you must jump through the rings located at various points throughout the game.

Magic Rope:

Jump through the green ring to get this item.
Help Pac-Man climb up to ledges that are out of reach.
Avoid enemies and traps. Stand or jump under a ledge, then press and hold the "Y" button to attach the rope to the ledge above you. If you let go of the "Y" button, the rope disappears. When the rope is attached to a ledge above you, you can lengthen the rope by pressing "Down" on the controller. Press "Up" to shorten the rope.

Get in the swing of things by attaching your rope to a ledge, using the left and right controller buttons. You can pull an object by moving toward it, pressing the "Y" button, and then pressing the controller away from it.

Fireballs:

Jump through the yellow ring to get this item. The fireball is a weapon that can easily destroy almost any creature that gets in your way. Rapidly press the "Y" button for a stream of small fireballs. For larger fireballs, hold down the "Y" button for a second, then release. When all else fails, try shooting at other objects and obstacles.

Sledgehammer:

Jump through the **red ring** to get this item. The hammer can be used to clobber most enemies and to break open certain doors. The hammer's main use is for finding hidden destructible floors.

Water Bubble:

Jump through the **blue ring** to get this item. Swim underwater and blow bubbles to destroy fish by pressing the "Y" button. Some objects can be lifted underwater by rapidly blowing bubbles at them.

Power Pellets:

Instantly turns enemy ghosts blue, so you can munch them for a limited time. The ghosts start flashing just before the power pellet wears off.

Fruits:

Eat quickly for big bonus points. Restores Pac-Man's life.

Extra Life:

Collect a miniature Pac-Man and you'll receive an extra life.

OTHER ITEMS

Sponge:
Absorbs liquids. Use this as a raft to get across water ways.

Levers:
Touch them or use your rope. Use to open doors, drain rooms of unwanted water, redirect mirrors, and other actions.

Pac-Copter:
Run into it and you're up, up and away!

Teleport Tunnel:
Like open doorways. Press "Up" to enter and you will be transported to another place in the same area.

Keys:
Opens locked doors or chests.

Chests / Locked Doors:
Use your keys or weapons—and sometimes your creativity—to open.

Floors / Walls:
Use a sledgehammer or fireballs to break through. Some may reveal hidden rooms and surprises.

Whirlwind:
Use to escape a sticky situation.

Candles:
Light these by using fireballs.

Cages:
These unexpectedly drop down on Pac-Man. The only escape is if something hits him.

Bounce Blocks / Objects:
Some look like flowers, others like boxes. Hold the "B" button down when you land on the items to bounce really high.

Rings:
Go through the rings to collect various items:

Green rings:	Magic Rope
Yellow rings:	Fireballs
Red rings:	Sledgehammer
Blue rings:	Water Bubble

Pellets:
Use to open each level's exit.

Exit:
You need to collect a varying number of pellets to exit each level. Press "Up" on the control pad to go through an exit.

Blocks, Boulders and Logs:
These can be helpful or harmful. Push or pull them. Or employ your sledgehammer or fireballs.

Traps:
Some may only delay Pac-Man, but others will severely wound him.

THE FIVE STAGES OF PAC-MAN'S ADVENTURE

The Mountains

You'll begin your adventure among high mountain peaks and steep cliffs. But those hazards are the least of your troubles. As you descend to the valley, watch out for numerous creatures that inhabit the slopes. Can you trust a living snowman? Or how about a purple shooter plant, a jumping bean, or a flying egg layer? Good luck, Pac. You'll need it.

The Forest

Welcome to the forest. You'll want to have all your weapons handy for this one. Watch out for Pac-Man eating plants, spiked fruit, spitting pods, raining spike balls, and an attack bush. Why there's enough stuff out there to make you turn green.

Forgotten Palace

Your next adventure takes place in the Forgotten Palace. This place may look quiet, but beware...the walls come alive when there's a visitor around to entertain. Keep your eyes peeled for the Furrie brothers, Big and Small. Watch your step, and your back to avoid ground spikes and slashing knives from the walls. Delight to the sights and sounds of the Rolling Stones. Survive this place and you'll break the spell.

The Village

Sure it was where you were born. But time has changed this place...for the worse. The place is not very hospitable, with inhabitants that are...well, downright nasty. Watch out for the devious rats and the wily old werewolf. Then there are the pigeons...but you already know why you have to avoid these devious bombers.

The Castle

It's your only way back home. The Castle houses the horrific Gum Monster, guardian of the door in time. Defeating the Monster is anything but a sure thing. You'll have to get by the Pac-Bat. Then there's the Buzz Saw, so sharp you'll just have to outwit it. And if the Metal Muncher and Slime don't slow you down, there are the Gum Droppings. Succeed in The Castle and you're home free.

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GAME NOTES

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